

1                   ELECTRONIC PULL TAB GAMING SYSTEM  
23                   ABSTRACT OF THE DISCLOSURE  
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5                   A gaming system (10) produces a multiple-play physical pull tab ticket (50) at the  
6                   request of a player. Each chance in the game is associated with a game play record which has  
7                   been produced and stored in the system prior to the sale of the physical game ticket (50). A  
8                   player in the game selects a number of game play outcomes or plays to be purchased and the  
9                   gaming system (10) responds to the request by producing and distributing to the player a pull  
10                  tab ticket (50) having the requested number of game play outcomes (56) printed or otherwise  
11                  formed on a ticket substrate. The game play outcomes (56) are chosen at random from the  
12                  game play records which were produced prior to the start of the game. The pull tab game  
13                  tickets (50) may be purchased through a previously funded account and winnings may be  
14                  applied to the account as well. Game play information specifying the outcomes of each game  
15                  play printed on the game ticket may be printed or otherwise encoded on the game ticket (50).  
16                  A player terminal (30) may read this game play information using a suitable scanning device  
17                  and may then display the results of the plays to the player. The game play results may be  
18                  displayed through appropriate player interaction to imitate a non-pull tab game, especially a  
19                  casino type game.

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